SEGA™

SEGA SATURN™

COMMAND & CONQUER

INSTRUCTION MANUAL

COMPACT
disc

This game is licensed by
Sega Enterprises, Ltd. for play on the
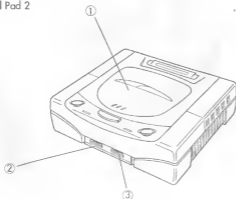SEGA SATURN™ System

Westwood

Starting Up: How to Use Your Sega Saturn System

This CD-ROM can only be used with the Saturn System. **Do not attempt to play this CD-ROM on any other CD player** - doing so may damage the headphones and speakers.

1. Set up your Sega System by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.

3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.

4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A,B,C and Start simultaneously at any time.

5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

①Sega Saturn System
②Control Pad 1
③Control Pad 2

Directional Buttons
(D-button)

Buttons L,R

Buttons X,Y,Z

Start Button (start)

Buttons A,B,C
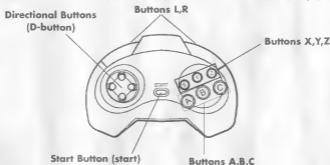
BUTTON(S)	WHAT IT DOES FOR YOU

Basic Maneuvers

D-Pad	Gives you cursor and map movement.
R-Shift + D-Pad	Moves cursor faster
A button	Affirms an action. Use this button to select units, structures, etc. Hold down A button and move cursor to select multiple units.
B button	Negates an action. Use this button to deselect units, structures, etc.
C button	Goes to and opens sidebar. Remembers last cursor location on sidebar.
L-Shift	Toggle cursor mode (Repair, Sell, Guard). B reverts to normal.

Creating Teams
After selecting units

R-Shift + X	Creates team X	R-Shift + Y	Creates team Y
R-Shift + Z	Creates team Z		

Moving Teams

X	Selects and goes to team X	Y	Selects and goes to team Y
Z	Selects and goes to team Z		

(hold down button for a half second to home in on team)

Additional Commands

R-Shift + C	Rebuilds last object you built	L-Shift + C	Opens and closes sidebar
L-Shift + A	Force move	L-Shift + X	Guard area
L-Shift + Y	Force fire	L-Shift + R-Shift Scatter	
L-Shift + B	Stop	L-Shift + Z	Select next unit

If you wish to reset the game, switch the Saturn game console off, then on again.
Do not use the reset button

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Starting the Game

Choosing Your Side: GDI or the Brotherhood of Nod

You can play one of two sides—GDI (the Global Defense Initiative peacekeeping force) or the Brotherhood of Nod, a secretive terrorist organization that has remained hidden for centuries... until now. Choose the side you wish to play by inserting the appropriate CD ROM.

If you choose the Brotherhood disc, you will fight against GDI. If you choose GDI, you will fight against the Brotherhood. Each side has its own characteristics and style of playing, as well as radically different units, buildings, and tactics.

Start/Options screen

Start/Options Screen

On this screen you have three options. Use the D-Pad to highlight the desired option, then press the Start button to select the option.

NEW GAME

The New Game option starts out a fresh GDI or Nod campaign (depending on which CD you have inserted) from the beginning.

LOAD GAME

This takes you to the Enter Password screen. Use the D-Pad to scroll through the alphabet and press A to select each letter. Once you have entered the complete password, move the cursor to the OK button and press the A button.

Enter password screen

OPTIONS

The Options menu has Controller Config and Sound options. Select the Controller Config option to customize your Controller buttons.

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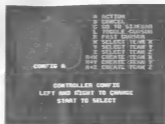
Playing the Game

Ordering Your Troops Around

To get your troops to act, press A button when cursor button is on top of a unit. A bracket will appear around the selected unit and the unit's health will be displayed above the unit. Move the cursor to the location on the game map where you want the unit to go. If the cursor is over a potential target, it will change to the targeting cursor. Pressing the A button here will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impossible (e.g. a cliff or trees).

To cancel out of this mode (or any mode), press the B button and the unit will be deselected.

Main game screen

Selection cursor

Targeting cursor

Movement cursor

How to Select a Group of Units

To save time, you can combine your troops into groups. Press and hold the A button, then move the cursor to include all the troops you want selected. A white box outline indicates the range of this selection. Release the A button, and all the units within the white box will be selected. You can give that group an order the same way you'd give a single unit an order.

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Selecting many units at once

Sidebar

From the main game screen pressing the C button will open the sidebar and take your cursor to it.

If you press L-Shift + C the sidebar will open but will not be made active - this is useful for keeping an eye on production status or using the radar display. L-Shift + C again turns this option off.

You can build units and buildings by positioning your cursor on the corresponding icons in the Sidebar and pressing the A button. The sidebar will also show you a radar map of the area (if you have communications centers) and also tell you how much power your base is producing versus how much it needs.

Sidebar open

Credit Indicator

Within the sidebar is the amount of credits you may spend. This indicator keeps track of the amount of money you have available to build structures and units. Your total credits will decrease as you build or repair units and structures. Credits will increase when a building is sold or when a Harvester unloads Tiberium at a Refinery.

Production and Non-Production Missions

There are two types of missions: production and non-production. In production missions, you are given either a construction site or a Mobile Construction Vehicle (MCV).

In non-production missions, you must complete the mission with the units provided. (This may sometimes lead to production situations. For instance, if you begin with an Engineer unit and manage to capture an enemy production structure, then the mission type may change.)

Building

Constructing your own base is critical to the success of many missions. You must constantly maintain and defend this base during combat; a strong base is often necessary to win.
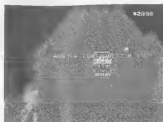
Deploying your MCV

To begin building your base, you will need a Construction Yard. Unless the Yard is set up when the mission begins, you will have to deploy your Mobile Construction Vehicle (MCV).
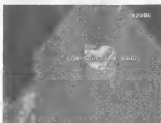
Construction Yard deployed

Move the cursor to the MCV and press the A button to select it. Then move the Deploy cursor to the area where you want to set up the new Construction Yard. If you try to deploy the MCV where there isn't enough room, the deploy cursor will not appear. If there is enough room, press the A button to deploy the MCV, and it will turn into a Construction Yard.

MCV   Deploy   Construction
               cursor   Yard

Once the Construction Yard is set up, you will have new construction options on the sidebar. Press the C button to reveal the sidebar. In the upper portion of the sidebar, you will see the symbol of your side (GDI or Nod). Later, this area becomes a radar display when you've built a Communications Center and have enough power to support it.

Underneath the sidebar credits display are up to five rows of icons. The top row displays structures which your Construction Yard can build; the row below displays the infantry you can create, the third row displays the units available to you. Use the D-Pad to move the cursor around the sidebar once it is active.

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Choosing a structure in the sidebar

To build a structure or unit, move the cursor to the appropriate icon in the sidebar, then press the A button. Construction will take a period of time, as indicated by the sweeping arc over the icon. Cost for construction and/or purchasing will be automatically deducted from your available credits. Only one unit and one structure can be built at any one time. If you move the cursor over the icon (without pressing the A button), you'll see the icon's name and how much it would cost you to build, buy, or train it.

Ready to place

Once construction is completed, the word READY will appear on top of the icon in the sidebar. To place the newly built structure, press the A button when the cursor is on top of it. Press the A button, and the cursor will turn into a placement cursor on the main game screen. The cursor gives you an idea of how large the structure will be on the field. Move the cursor to where you want the structure placed. The cursor should be entirely white. Any red in the cursor indicates that the placement area is blocked, and you will not be able to deploy the structure. If the structure can be placed, the cursor will glow. Once you've found a suitable location, press A button again and the structure will be placed where you indicated. Your new structure must be adjacent to an existing one or the entire placement cursor will be red. All structures in a base must "touch".

Area blocked

Area clear!

While there is a cursor on the field, you will not be able to build anything else. You'll have to either place the building or cancel its placement. To cancel, press the B button while the placement cursor is still up. Pressing the B button again on the icon in the sidebar will cancel the building and refund your credits.

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Power

To the left of the construction icons is a narrow bar with a horizontal indicator on it. This is your power bar—keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much power you are using is very important.

The "threshold" marker shows how much power your base (and all its structures) needs to function optimally, while the vertical power production bar shows how much power your base is producing. If the vertical bar is yellow or red, your base doesn't have enough power! If it's green, your base has enough power to run all the structures you have built.

Lack of full power will slow construction, shut down radar (if it was built), and deactivate some of the high-tech base defenses available in the game. Power plants are good targets to go after if the enemy has defenses that are tough to destroy. Without power, the enemy is denied information, quick response time, and base defense.

The output of any power plant depends on how well they are functioning. Make sure to keep all of your power plants fully repaired, or you may find yourself losing power at an inopportune moment. Build on extra power plant or two to be safe.

Creating Additional Units

If you have a Construction Yard and enough credits, build a Power Plant and then build Barracks or Hand of Nod, which will allow you to train infantry. At first, the type of troops you can train will be limited. As you win missions you'll receive new technologies and upgrades. Once you do this, new troops with unique abilities will become available.

With Barracks built, now you can train infantry

As the game progresses and you build up your base, you'll have a chance to construct a Weapons Factory or an Airfield. With these, you can acquire new and more powerful units like Hum-vees, Attack Cycles, Nod Buggies, and eventually, Tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides.

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Building more barracks lets you train faster

Tiberium and Harvesting

In order to make money, you need to harvest Tiberium. To harvest Tiberium, you need to build a Refinery and a Harvester. Every Refinery that you build comes with a Harvester, and you can build extra ones if you want to collect Tiberium faster. Once construction of the Refinery is complete, place the Refinery in a clearing. The closer the Refinery is to Tiberium, the faster you will acquire additional credits.
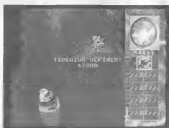
Building a Refinery

When the Refinery is built, a Harvester will appear with it. The Harvester will move to the nearest patch of Tiberium visible on your map, and proceed to harvest it. The Harvester will try to remember where it was collecting from, and after dumping all of the collected Tiberium into the Refinery, it will attempt to return to the Tiberium patch and continue harvesting from it. This process is automatic, but can be interrupted by you at any time by redirecting the Harvester to another location or by any obstacles which get in the way.
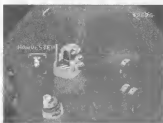
Selecting your Harvester

If there is no visible Tiberium around when you place your Refinery, the Harvester will appear, but will not move. Take one of your other units and scout around your base until you find some Tiberium. Once you find some, select the Harvester by moving the cursor over the Harvester and pressing the A button, then moving the Attack cursor over the Tiberium. Since the Harvester doesn't have a weapon, this cursor tells it to start harvesting. Press the A button again, and the Harvester will proceed to the Tiberium and begin to harvest it. The automatic harvesting process will be started.

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Automatic harvesting has begun

You can force the Harvester to return to the Refinery early by selecting the Harvester, then moving your cursor over the Refinery until it changes into the Enter cursor. Press the A button when the Enter cursor is on the Refinery. If the Enter cursor does not appear, this means there is a Harvester already on its way back to this particular Refinery. Press the A button when the cursor button is on top of another Refinery or wait until the returning Harvester has delivered its Tiberium.

NOTE: If you move the Harvester somewhere, and do not tell it to collect Tiberium, it won't. When it reaches its destination, it will stop there until you order it to move again. The automatic collection only happens when you have a Refinery, a Harvester and Tiberium in sight.

KEEP AN EYE ON YOUR HARVESTER! There is nothing worse than not watching your Harvester, only to have it wander into enemy territory in order to collect Tiberium. It is the weakest link in your financial operations—remember to protect it with additional units to keep it safe!

Managing Your Money

Always be sure that your base has enough storage space for excess Tiberium. Your Refinery can only hold 1000 credits worth of Tiberium, but a Silo can hold up to 1500 credits worth. If you don't have enough storage space, any new credits that are brought in by your Harvester will be lost!

Loading Units Into Transports

Some units are capable of carrying infantry. These are the APC and the chinook, each of which can carry five infantry. To load infantry into these units, press the A button when cursor button is on top of a group (or the individual you wish to load) and then move the cursor over the APC or chinook. This should give you the Enter cursor. Press the A button again on the APC or chinook, and the troops will move to, then enter the unit. To deploy these troops, move the cursor over the unit. (This should give you a deploy cursor.) Press the A button on the unit and your troops will leave the unit, ready for fighting.

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Capturing Enemy Buildings

As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed, but they allow you to capture enemy buildings. To do this, move your cursor to the Engineer, press the A button, and place the cursor over an enemy building. If it is one you can take, you will see an Enter cursor. Some buildings cannot be captured. Press the A button if you want the Engineer to try to capture the building. If you are successful, the color of the building you targeted will change to the color of your side. This building is now part of your base. You can build base structures around it, or sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to re-take the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!

Repairing Structures

Repair a damaged buildings to keep them operating at full efficiency. Press the L-Shift button until you see the Wrench cursor. Move the Wrench to the building you want repaired and press the A button. Repair will begin immediately, indicated by a large, blinking wrench. The cost of repair will be deducted from your account automatically. Several buildings can be repaired starting the running Wrench on them.

If you wish to stop the repair process on a structure, click the Wrench cursor on the structure a second time. If you run out of credits while repairing, the repair process will cease. To cancel repair mode press the B button.

Selling Structures

To sell a building, press the L-Shift button until the cursor changes into a $ sign. Click the $ cursor over the building you want to sell. It will deconstruct, and you'll be credited half of the structure's original cost.

BE CAREFUL! As long as the cursor is in $ mode, any building you press the A button on will be deconstructed and sold! To cancel out in $ mode, press the B button.

Guarding Units

To guard a unit (e.g. your Harvester) with another unit (or units—e.g. a group of Tanks), first select the units you wish to guard with; next, press the L-Shift button until the cursor turns into the Guard cursor "shield" and then press the A button on the unit you wish to guard. The guarding units will follow the guarded unit and defend it against nearby threats. To cancel out of Guard mode, press the B button.

Check-Up

To check the health status of a unit or structure, select it by pressing the A button when the cursor is in Select mode (press B button to deselect). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. Health status will affect the speed of the unit. In later missions, vehicles can be repaired if you build a repair facility and send them to it. Some units (APCs, Harvesters, Orcas, Apaches) have a carrying capacity or a limited ammo supply, indicated by a series of tiny boxes in the lower left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When all the boxes are full, so is the unit.

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Game Options

To access the GAME OPTIONS menu, press the Start button at ony time during gameplay. All the action on the battlefield will stop while you are in the GAME OPTIONS menu. Use the D-Pad to highlight the option you wont, then press the A Button to select it. Press the Start button to return to the game from the GAME OPTIONS menu.

Game Options

GAME CONTROLS

Select GAME CONTROLS to alter the Game Speed, Cursor Speed, Help Text mod and Cursor Help mode.

Game controls

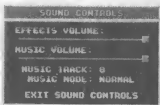**Game Speed:** Affects the movement rate of game units.

Cursor Speed: Affects the rate of battlefield scrolling.

Help Text: Turns the context sensitive help text on and off.

Cursor Help: Turns the context sensitive cursor help on and off.

SOUND CONTROLS

Select SOUND CONTROLS to adjust the volume of the music or sound effects, or to change the song currently playing.

Sound Controls

To control the volume of music or sound effects, slide the knob left or right. Going right will make that audio track louder, going left will make it softer. If you wont to shut off music or sounds, drag the control knob all the woy to the left.

To change the music track, highlight MUSIC TRACK and use the D-Pad to change the track number.

To change the music mode, highlight MUSIC MODE and use the D-Pad to change the mode. The following settings are available:

Normal: Plays the available tracks in sequence

Repeat: Repeats the current track

Shuffle: Plays the available tracks in random order

Select EXIT SOUND CONTROLS to return to the GAME OPTIONS menu.

MISSION BRIEFING

This option gives you a summary of your mission objectives. From here you can also choose to view the mission briefing video again.

Select EXIT MISSION BRIEFING to return to the GAME OPTIONS menu.

RESTATE PASSWORD

This option gives you another chance to see the password for the current level.

```
        RESTATE PASSWORD

CURRENT LEVEL PASSWORD:
         LAAL640NO

     EXIT RESTATE PASSWORD
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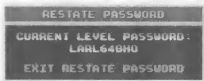
Restate Password

Select EXIT RESTATE PASSWORD to return to the GAME OPTIONS menu.

RESTART MISSION

This option allows you to restart the current mission if things are looking grim for your side. Use the D-Pad to choose YES if you really do wish to restart your current mission, otherwise choose NO to return to the GAME OPTIONS MENU.

ABORT MISSION

Select ABORT MISSION if you do not like how things are going and want to escape to the Start/Options screen. A confirmation window will come up just to make sure. Use the D-Pad to choose YES if you really do wish to abort your current mission, otherwise choose NO to return to the GAME OPTIONS MENU.

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Handling Your Sega Saturn CD-ROM

• The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.

• Be sure to keep the surface of the CD-ROM free of dirt and scratches.

• Do not leave in direct sunlight or near a radiator or other sources of heat.

• Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD

Warning to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions

Sega Saturn Credits

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SEGA SATURN™

Westwood STUDIOS

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